System Requirements

1. Apple IIc, IIe, II+, or Apple II (with Applesoft) and at least 48K of RAM.
2. One disk drive.
3. A TV set or video monitor (color is recommended.)

Program Components

1. One micro-software program disk.
2. One copy of a paperback book.
3. One read-along cassette with narration that follows the book word-for-word.
4. One user's guide.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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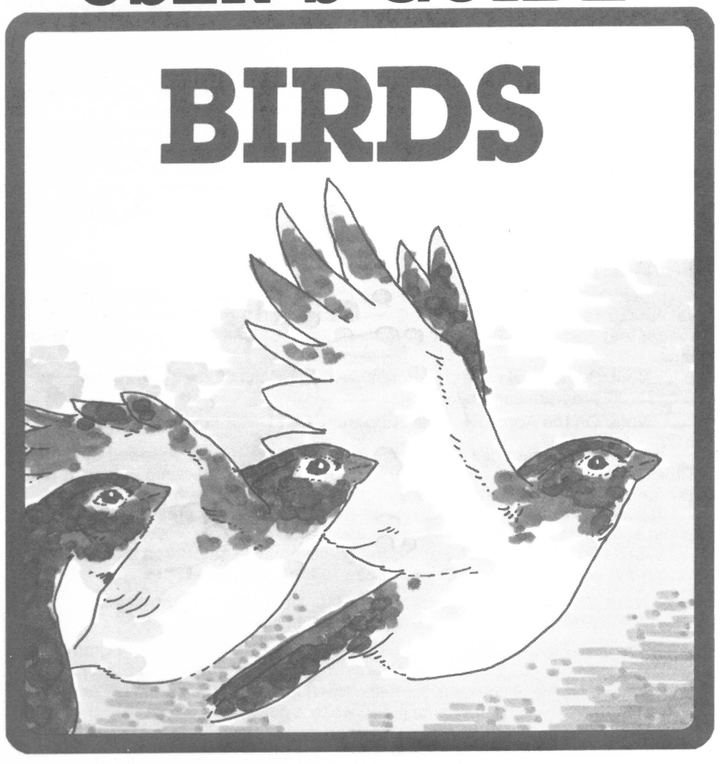
Troll MICRO

COURSEWARE

USER'S GUIDE

BIRDS



Troll Micro-Software

BIRDS

USER'S GUIDE

How to Use This Program

Before using the program disk, the child should first read the book, or listen to the audio cassette, or use the book and cassette as a read-along.

After the child is familiar with the story, the program disk can be used. The four learning games it contains are based on the story, and successful completion of the games requires information found in the story.

About the Games

The games on the micro-software program disk are fun. They also strengthen important learning skills. The games can help a child read with more understanding. They can enrich the child's vocabulary. What's more, the child can go back to a game again and again—having fun, but also practicing reading and language skills at the same time.

The games may be played in any order. Instructions are provided on the screen when they are needed. **To obtain additional help while a game is in progress, simply press the H key.***

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cut-out facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

Note: Some Apple computers require that PR#6 be typed before the program begins loading.

Note: On the Apple IIe, make sure the CAPS LOCK key is down.

When the program has loaded, the Troll logo will appear, followed by the title of the program. Then the game menu will appear. Select the game you want to play, and press the indicated key. That game will automatically load and run.

During the game, the sound may be turned off or on by pressing the S key.* As the sound is turned off or on, a tone will be heard.

When you have finished playing the game, you will be offered the option of playing the same game again, or returning to the game menu.

Note: To return to the game menu while any game is in progress, press the CONTROL and X keys simultaneously.*

If the Q key is pressed while the game menu is displayed, the program will end. To restart the program, follow the instructions under "Getting Started."

Remember, the H key calls for help. The S key turns the sound off or on. Control-X returns you to the game menu while a game is in progress.

***The H, S, and CONTROL-X keys are active at the following times:**

A) In Game A, when the question appears, "WHICH WAY WOULD YOU LIKE TO MOVE?"
B) In Game B, when the instruction appears, " READ THE SENTENCE, THEN PRESS SPACE BAR."
C) In Game C, when the instruction appears, "PRESS A, B, OR C."
D) In Game D, when the pointing arrow is on the screen.

Using The Games

PENGUIN RACE

(Reading Comprehension)

Can you move the penguin through the maze? Press U, D, L, or R to move Up, Down, Left, or Right. But watch out! Hidden in the maze are true/false questions based on the story. Before you can go, you must answer correctly when asked if a statement is true or false. The statements are chosen at random by the computer. To get through the maze, at least 8 statements must be answered correctly. The score is shown at the end of the game, including the number of questions asked and the number of correct answers given.

WORD CATCHER

(Using the Right Word)

Can you catch the missing word? Three words are moving along the conveyor belts, but only one will correctly complete the sentence. Read the sentence, then press 1, 2, or 3 to choose the correct word. The faster you do it, the more points you'll win. The more you answer correctly, the faster the conveyor belts move and the more points you win for correct answers. Incorrect answers slow the conveyor belts down and lower the number of points you can win. After twenty sentences, you may play the game again, or return to the game menu.

FLUTTER

(Word Definitions)

Here come the birds! How many will stop to rest on the telephone wires? First read the sentence. Then press A, B, or C to choose the best meaning for the underlined word. With a correct answer on the first try, three birds stop to rest and you win 3 points. With a correct answer on the second try, one bird stops to rest and you win 1 point. After two wrong answers in a row, two birds fly away you lose 2 points. Sentences are chosen at random by the computer. After ten sentences, you may return to the menu or play Round 2, which consists of ten different sentences. The maximum score after two rounds is 60 points.

NIMBLE

(Synonyms, Antonyms, Homonyms)

Get ready for fun with words! For each target word that comes up on the screen, the computer will tell you to look for either a synonym, an antonym, or a homonym. Choose from the ten words listed. Just move the pointer to your choice by pressing the space bar, then press RETURN. If your choice is wrong, you get another chance. For each correct answer on the first try, you win 200 points. If it takes two tries to get the correct answer, you win 150 points. If it takes three tries, you win 100 points. After ten target words, you may return to the game menu or play Round 2, with ten different target words. You may also play a third round if you wish. The maximum score after three rounds is 6000 points.